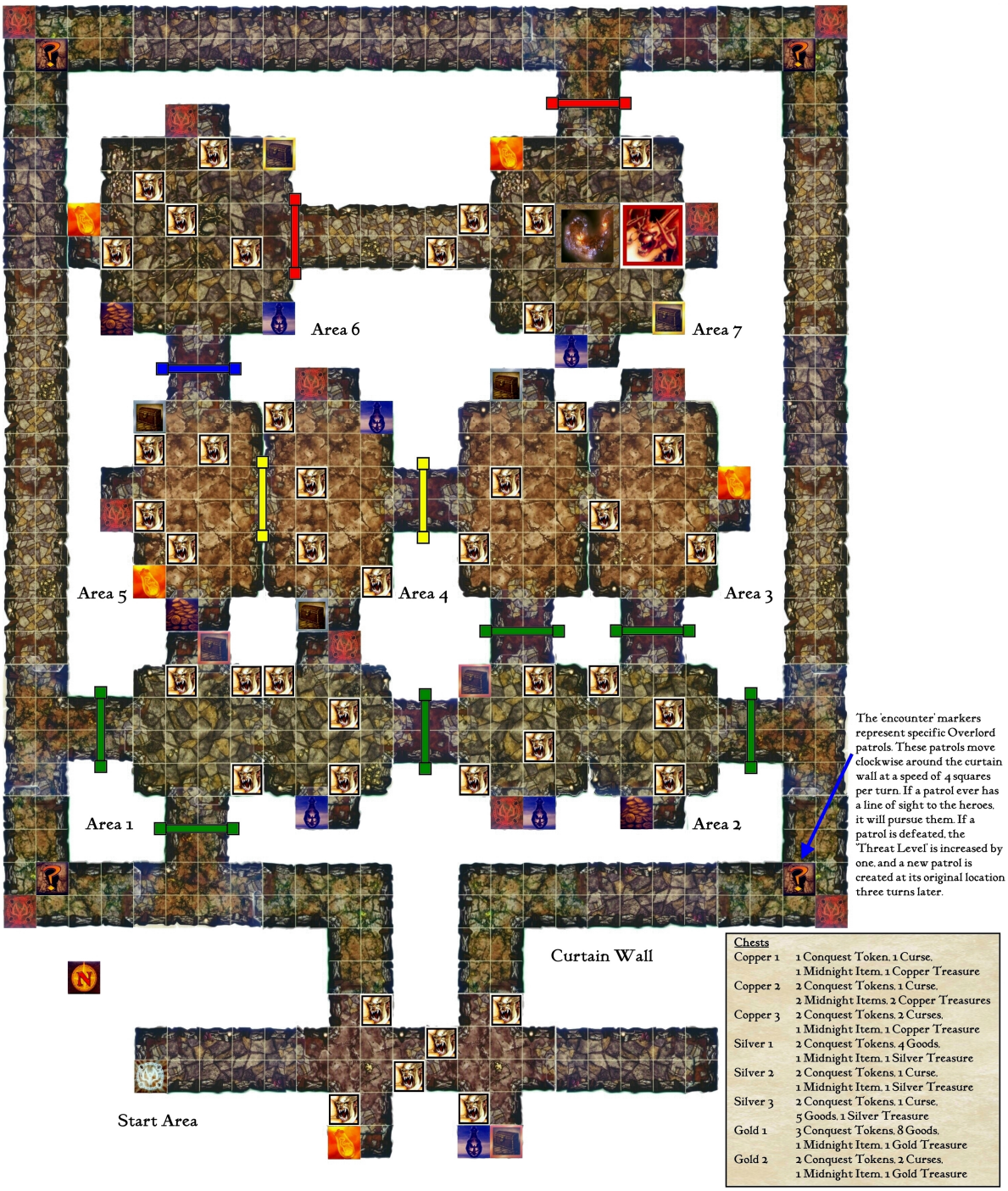
Midnight: Stronghold


Area 6
Area 7
Area 5
Area 4
Area 3
Area 1
Area 2
Curtain Wall
Start Area
The 'encounter' markers represent specific Overlord patrols. These patrols move clockwise around the curtain wall at a speed of 4 squares per turn. If a patrol ever has a line of sight to the heroes, it will pursue them. If a patrol is defeated, the 'Threat Level' is increased by one, and a new patrol is created at its original location three turns later.
Chests
Copper 1 — 1 Conquest Token, 1 Curse. 1 Midnight Item, 1 Copper Treasure
Copper 2 — 2 Conquest Tokens, 1 Curse. 2 Midnight Items, 2 Copper Treasures
Copper 3 — 2 Conquest Tokens, 2 Curses. 1 Midnight Item, 1 Copper Treasure
Silver 1 — 2 Conquest Tokens, 4 Goods. 1 Midnight Item, 1 Silver Treasure
Silver 2 — 2 Conquest Tokens, 1 Curse. 1 Midnight Item, 1 Silver Treasure
Silver 3 — 2 Conquest Tokens, 1 Curse. 5 Goods, 1 Silver Treasure
Gold 1 — 3 Conquest Tokens, 8 Goods. 1 Midnight Item, 1 Gold Treasure
Gold 2 — 2 Conquest Tokens, 2 Curses. 1 Midnight Item, 1 Gold Treasure

Midnight: Stronghold

This quest introduces the world of Midnight to Descent heroes. They will be pitted against one of the dreaded Night Kings as they infiltrate a stronghold and attempt to destroy a Black Mirror, an artifact of malevolent force. Before the game begins, the overlord player should randomly choose one of the Night Kings to represent.

He should also take the Overlord Reference card and the Threat Level track, both of which will be used in this game.

Ardherin
Favored Minions
Ardherin, the Sorcerer of Shadow, lends his powers to *Channelers*, *Collaborators* and *Spirits*. The types depend on the level of his power:
Level 1: *Collaborators* gain ***Command***
Level 2: *Spirits* gain ***Undying***
Level 3: *Channelers* gain ***Sorcery 1***
Level 4: All gain ***Fear 1***
Keep track of Ardherin's power level on the skulls below.
1
2
3
4

Depending on the power level of the overlord, *favored minions* gain increased powers as well. For example, Ardherin at level 1 grants *Collaborators* the ***Command*** power. If a creature is a multiple *favored minion*, a *Collaborator Channeler* for example, it would gain ***Sorcery 1*** when Ardherin advances to power level 3, in addition to its ***Command*** power from level 1. When all minions gain ***Fear 1*** at level 4, a multiple minion only gains the power once.

Roll for influence each time you reveal a new area. Place a threat token over the trait you wish to affect and roll Power dice equal to the number of players.
Each matching die face grants creatures more power. You may re-roll Power dice by spending 5 threat each time.
1 Match: +1 life
2 Match: +1 armor (in selected trait)
3 Match: +1 Power die (in selected trait)
4 Match: +1 *Favored Minion* power
These effects are cumulative, so creatures in an area where you matched 4 die faces would have all four bonuses. **Red** creatures roll for influence in each trait.
Overlord Reference

The overlord may influence creatures who may or may not be *favored minions* as well. He does this by rolling power dice equal to the number of players and consulting the traits at the top of his card. This is done when new areas are revealed and affects **all** creatures in that area as well as any spawns that occur. The **Melee**, **Ranged** and **Magic** values work the following way:

- choose one area you (as OL) wish to influence
- roll power dice equal to the number of players
- for every matching die face, the creatures gain power

1 match: +1 life
2 match: +1 life, +1 armor (in the chosen trait)
3 match: +1 life, +1 armor, +1 power die (in the chosen trait)
4 match: +1 life, +1 armor, +1 power die, +1 *favored minion* power

The threat level of the quest changes during the game. This represents the growing power of the Night King and the growing nuisance the heroes are becoming. As the threat grows, the Night King will focus more and more attention on destroying the heroes. Patrols become stronger and items and equipment may become harder to come by. The flavor text may also change due to the threat level.

Introduction

News travels fast in Erethor, the remaining forest of the Elves on Aryth, 'By leaf and limb', is a common elf saying and you believe it now. Hundreds of heroes, many of different races, have assembled just on the rumor alone the fabled Witch-Queen of the Elves, Aradil, would address them herself. You elbow your way past a hulking Dornsman to get nearer to the front of the throng and arrive in time to see a figure exit a hastily erected pavilion and face the crowd. Though it is an elf, he is no Queen. He is dressed in green livery and wears a small jewel at his throat, of which you idly wonder of its worthlessness now. The most striking thing about him however, is his eyes, they are a deep, shiny black. He raises his hands to quiet questioning, truculent voices, and speaks:

"I am Elethar," he begins in a deep voice, "and I bear a message."

Suddenly he claps his hands together above his head and a glowing wave of force washes out from them. It passes through you but seems to strike the Dornsman full on. He struggles to maintain his footing but is steadily driven back. You notice that throughout the crowd the strange scene is being played out in a handful of other locations. With vile imprecations the unwanted attendees are pushed outside the fringes of astonished onlookers where they quickly become archery butts for a cadre of awaiting elvish archers. There is a collective gasp from the crowd as countless hands, your own included, seek axe, blade, and bow.

"Do not fear," a woman's voice causes all to turn back towards the front. Elethar is there, standing alone, and his eyes are glowing. He continues on in the woman's voice, "You are safe."

"The time is dire. Izrador's lieutenant has recently seized a stronghold near the borders of Erethor and have installed a Black Mirror there. It is the closest they have ever come to the Elder Tree and will attempt to drain the power of the Tree with their abomination. Aryth requires champions to enter this stronghold and destroy that mirror!"

'Now who would be crazy enough...' You stop mid-thought as you feel your hand raise, almost of it own volition, and stare at it open-mouthed. You scan the crowd for more hands and see three others, their owners

faces mirroring your own amazement.

"This will aid you in your quest." not-Elethar reaches beneath his robes and draws out a silken pouch. "Needle and leaf, bark and branch, earth and sky, it is the Elder Tree, it is all trees. A more potent magic I cannot give you. Aryth has chosen!" The light vanishes from Elethar's eyes and he collapses, arms, and pouch, outstretched towards you.

Quest Goals

Heroes must attempt to infiltrate a Night King's stronghold and destroy a source of his power, a Black Mirror. They must also attempt to do it discreetly, using subterfuge and deceit in places where force is inappropriate. The pouch from Elethar contains pieces of the Elder Tree and should be thrown onto the surface of the mirror while repeating the incantation; "Needle and leaf, bark and branch, earth and sky, it is the Elder Tree, it is all trees."

The heroes begin their quest with five conquest tokens and the threat level set at 'one'. If the heroes ever run out of conquest tokens or the threat level reaches 'twenty', the Night King will have triumphed and Erethor will surely fall. Good Luck.

Heroes start the game with six goods each. They have the option of increasing the threat level by one for every extra good they wish to start with. So, if they heroes start with ten goods each, the threat level would start at 'five'. Heroes do not receive gold for coin tokens or treasure items. They receive goods instead at the rate of 1 good equals 25 gold. Goods may be traded for items or other services. Any items purchased in towns are Midnight items. Midnight items may also be found in chests:

Copper - a Midnight item worth from 0 to 3 goods **or** 2 goods
Silver - a Midnight item worth from 4 to 6 goods **or** 5 goods
Gold - a Midnight item worth from 7 to 9 goods **or** 8 goods

If the item drawn falls outside of the range given for the chest type, the hero receives the '**or**' award.

Area Descriptions

These descriptions should be read as the appropriate areas are revealed by the heroes.

Start Area

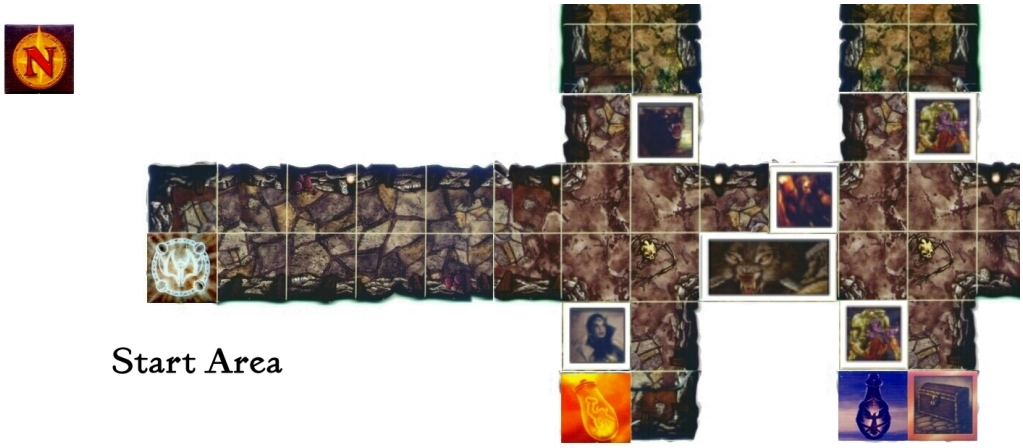
You stagger a little after you pass through the portal. Leaning against the wall you discover you are on a high curtain wall which surrounds a fortified manor house. Somewhere deep inside lies your goal, the Black Mirror. Your other companions quickly follow you behind you, their steps unsure as well. From the west comes a grunt of challenge.

Start Area

Spawn Points - each beastman represents a spawning point for a Midnight creature. When the heroes reveal a new area, draw a creature for each beastman and replace it with the appropriate figure. Multiple minion spawn cards like 'Desperate Refugees' or 'Ravenous Spirits' replace the same number of spawn points. If the number of creatures spawned from these multiple minion cards exceeds the number of spawning points available, replace only the amount of spawn points remaining. Special creature effects like **Summon**

do not count towards spawn points.

The heroes arrive in the Start Area, as overlord I choose to draw the spawn for the spawn point beside the vitality potion first. I draw the 'Legate Temptress' and replace the beastman with her figure. Continuing, I draw the 'Astirax Tracker', 'Corrupted Dire Wolf', 'Black Blood Dwarf' and 'Ravenous Spirits'. When I draw the ravenous spirits, I roll the two Black dice as instructed and come up with one 'surge', meaning two spirits are present. The second spirit replaces the last spawn point so I do not draw a card. The Start Area now looks like this:



Start Area

Colored Doors - the colored doors from Descent are not rune locked doors and can be opened normally without a key. In Midnight: Stronghold they represent the increased defenses of an area. Once heroes open a colored door, the overlord draws creatures from the same color monster deck in order to fill spawn points.

Patrols - the encounter markers along the curtain wall represent patrols of the Night King. They move at a speed of four, clockwise around the wall until they have a line of sight to the heroes. At that point, the Night King draws the from the appropriate colored deck until they draw two *favored minions.* These creatures become the patrol. The Night King **does not roll** to influence combat while heroes are on the curtain wall. He may **not spawn** creatures along the wall either. When the patrol has a line of sight to the heroes, the Night King must first roll a **Spot(18)** attempt, for every four levels on the Threat Level, subtract one from the **Spot** target. For example, if the Threat

Level is at 15, the **Spot(18)** test becomes a **Spot(14)** test. If the patrol does not see the heroes, they may do one of 3 things:

Hide - heroes may attempt to hide from the patrol using one of the many shadows available along the curtain wall. The hero attempting to hide must test **Hide(15)**. If they fail, the patrol will spot them and move to attack the heroes.

Climb - heroes may attempt to climb over the edge of the curtain wall and dangle there as the patrol passes. The hero attempting to climb must test **Climb(15)**. If they fail, the patrol will spot them and move to attack the heroes.

Diplomacy - heroes may attempt to bluff their way through the patrol. The hero attempting to bluff must test **Diplomacy(15)**. If they fail the patrol will suspect them and move to attack the heroes.

If the patrol does see the heroes in the **Spot** test above, the heroes may only attempt to bluff their way through the patrol by using **Diplomacy**. All heroes must test **Diplomacy(18)**. However, only one hero has to succeed in fabricating a believable story.

If a patrol is defeated, the Threat Level increases by one. Another patrol will begin its rounds 3 turns later, its starting point is the original starting point of the defeated patrol. For Threat Levels one through nine, the patrols are drawn from the **Green** creature deck, for Threat Levels ten through nineteen, the patrols are drawn from the **Yellow** deck. Any creature that is named is removed from play when they are first defeated. The first group of monsters is not considered a patrol.

Optional:

<u>Covenant Items</u> - heroes may create a covenant item when they open a chest, not when they level up normally.

Area 1

Although it may look like all areas are joined together on the map, only the corridors with doors on them actually join the other rooms. The remaining tiles are all single corridor tiles.

> You open the door into a garrison full of creatures. Pray they don't raise the alarm.

The heroes have two turns to clear this room of foes. If they don't the door leading to Area 2 will be opened by the monsters in Area 2.

If the heroes fail to clear the room in two turns.

> The door to the next room opens and an angry voice begins, “Eh? Keep it down in 'ere. I'll get the...To Arms!”

Draw spawn as normal for Area 2 and the heroes now have more enemies to face. If the heroes fail to close the door they entered by, any patrol passing by will investigate. If a patrol enters a room, it **can** have its combat values influenced by the Night King. Heroes are unable to use their abilities to try to evade patrols if they follow them into the rooms.

If the heroes activate the glyph.

> There is a peculiar wrenching in your stomach as you activate the glyph. Deep down you realize it might not be the most wise of actions to allow such foul creatures an easy access to the Elven camp. Best to use them sparingly.

The heroes may only have one glyph active at a time. When they activate a new glyph, turn the last activated glyph back to its non-active side.

If the heroes use a glyph to travel back to town the first time.

Threat Level 1-5

> A few armed elves mill about, a stone's throw away from the portal. All look at you as you stumble through. A pair of arms steady you and you look up into Elethar's black gaze.
> "Welcome to Haven." he says.

Haven is the name of the area where the heroes were first recruited. It has limited supplies and services but offers them to the heroes. A hero in Haven may perform two actions per turn:

- visit the Healer and have one wound healed per good paid
- visit the Armorer/Weaponsmith to have items repaired
- roll the Power dice to see what items are available to buy

When a hero wishes to buy items, have them roll all five Power dice. The dice results determine what is available in Haven:

- blank: a healing potion
- surge: a vitality potion
- enhancement: a Midnight Item

Depending on the Threat Level, the heroes roll fewer Power dice to determine the availability of items:

1-5	no penalty
6-10	-1 Power die
11-15	-2 Power dice
16-19	-3 Power dice

All items remain the same for 3 turns after the heroes leave. If a Hero returns within that time and tries to buy items, they will be the same as when they left.

Threat Level 6-10

If that now familiar dizzying effect didn't stagger you this time, the reception does. The same elves who brought down the intruders are now poised all around you. There is a tension in the air as taut as the dozens of bows aimed at you. It lasts until Elethar steps forward.

"I trust your need is dire. Welcome."

Threat Level 11-15

As you step out of the portal, a lucky stumble causes an arrow to only graze your cheek in passing and not take you in the throat. Elethar steps between you and the elf who fired and holds a hand to both your chests.

"Though our enemy is near, it is not present in our Haven,... yet." the last word was spoken to you directly. His black eyes stare into yours.

Threat Level 16-19

Smoke and ash make you cough as you step away from the portal. You feel the heat from nearby fires. The now familiar elven guards look sternly upon you. One steps in front of you and grabs your arms.

"Elethar is dead because of you." he hisses. "Whatever you are doing, you had better complete it before returning here again." He pushes you away roughly.

Area 2

A barracks full of creatures rise when the door is opened. You must act quickly before they can raise the alarm.

If the heroes have not cleared Area 1, they have two turns to clear this room

of foes. If they don't the door leading to Area 1 will be opened by the monsters in Area 1.

If the heroes fail to clear the room in two turns.

> The door to the next room opens and an angry voice begins, “Dillar and me is goin' to boot yer ars...To Arms!”

Draw spawn as normal for Area 1 and the heroes now have more enemies to face. If the heroes fail to close the door they entered by, any patrol passing by will investigate. If a patrol enters a room, it **can** have its combat values influenced by the Night King. Heroes are unable to use their abilities to try to evade patrols if they follow them into the rooms.

Area 3

> A larger room that once was perhaps the manor house's common dining area has been turned into a lair.

Area 4

The Night King may now spawn creatures from the **Yellow** monster deck.

> This room appears to be a kitchen area. Something loathsome and yet somehow familiar, turns on a man-sized spit. Gagging, you recognize it. Foes approach you.

Area 5

A private dining hall has been turned into a War-room. Some useful information may be recovered here.

Have each hero test **Spot(18)**, if they succeed, they recover documents pertaining to troop positions and make up. For each document recovered and returned to Haven, reduce the Threat Level by one.

Area 6

The Night King may spawn creatures from the **Blue** monster deck.

In what appears to be living quarters, guards hastily leap up from where they were lounging, guiltily at first and then with growing anger.

Area 7

Only the master demon figure is a **Red** monster. The remaining spawn points are filled by **Blue** creatures. The Black Mirror token blocks line of sight and movement.

The door from the room leads straight down. The tunnel itself appears to have been melted through the rock. The footing is treacherous.

At the beginning of the tunnel have the heroes roll a **Climb(16)** attempt. Those who fail must roll a Red die to determine how may **Stun** tokens they take from the fall with wounds equal to number of **Stun** tokens. Those heroes who roll an 'X' on the Red die avoid taking any damage.

Once you reach the floor of the tunnel, you turn west to face an unspeakable place.

An unholy pool sucks the light from your torches and the spirit from your body. It is contained in a waist-high basin of stone that twists and turns in the flickering light as if in physical pain. As you approach, a bound figure is dumped into the pool's noisome depths. The pool ripples for a moment and then lays still.

"Its not often that sacrifices come willingly, but please do."

Before they attack each turn, the heroes must test **Resist(18)**, if they fail, they lose 1 fatigue token and 1 attack die from any attacks they make during the round. The effect of losing an attack die is not cumulative. If the heroes succeed in destroying the **Red** creature they gain 4 conquest tokens. Reduce the Threat Level by one.

If the heroes succeed in emptying the contents of their pouch.

"Needle and leaf, bark and branch, earth and sky, it is the Elder Tree, it is all trees."

The words barely fade away before you feel a rumbling beneath your feet. The surface of the pool seems to thin, allowing cracks of light to appear. A crack appears in the basin's side and a spurt of liquid spouts onto the floor, sizzling. The light is brighter now as bolts of electricity are launched from within the pool. Now would be a good time to run.

The players gain 4 conquest tokens for destroying the Black Mirror. The Threat Level is reduced by five.

Answers to any questions may be found on my website:
http://members.shaw.ca/kurdaitcha1/index.html
Or in the Descent Forums:
http://www.fantasyflightgames.com/cgi-bin/yabb/YaBB.cgi?num=1157420117